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1 Making chalk and talk accessible
S. Bennett, J. Hewitt, D. Kraithman, C. Britton
June 2002   **CUU '03:** Proceedings of the 2003 conference on Universal usability
Publisher: ACM
Full text available: 📄Pdf (252.21 KB)   Additional Information: full citation, abstract, references, index terms
Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 55, Citation Count: 0

This paper investigates the development of an authoring package designed to mimic traditional "chalk and talk" delivery of content in education. It emphasizes the twin goals of making the output more accessible both for those with disabilities and for ...

Keywords: SMIL, XML, accessibility, authoring system, speech recognition

Also published in:
June 2002 **SIGCAPH Computers and the Physically Handicapped** Issue 73-74

2 Web-based personalization and management of interactive video
Rune Hjelsvold, Subu Vdaygiri, Yves Léauté
April 2001   **WWW '01:** Proceedings of the 10th international conference on World Wide Web
Publisher: ACM
Full text available: 📄Pdf (611.20 KB)   Additional Information: full citation, references, cited by, index terms
Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 105, Citation Count: 6

Keywords: J2EE, SMIL, dynamic content generation, interactive video, media asset management, micro-payment, video personalization

3 Event detection in baseball video using superimposed caption recognition

Dongqing Zhang, Shih-Fu Chang

December 2002   **MULTIMEDIA '02:** Proceedings of the tenth ACM international conference on Multimedia

Publisher: ACM   Request Permissions

Full text available: pdf (220.90 KB)   Additional Information: full citation, abstract, references, cited by

Bibliometrics: Downloads (6 Weeks): 10,   Downloads (12 Months): 88,   Citation Count: 9

We have developed a novel system for baseball video event detection and summarization using superimposed caption text detection and recognition. The system detects different types of semantic level events in baseball video including scoring and last ...

Keywords: highlight extraction, recognition, retrieval, sports video event detection, summarization, videotext detection

4 A mid-level representation framework for semantic sports video analysis

Ling-Yu Duan, Min Xu, Tat-Seng Chua, Qi Tian, Chang-Sheng Xu

November 2003   **MULTIMEDIA '03:** Proceedings of the eleventh ACM international conference on Multimedia

Publisher: ACM   Request Permissions

Full text available: pdf (1.42 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 23,   Downloads (12 Months): 184,   Citation Count: 23

Sports video has been widely studied due to its tremendous commercial potentials. Despite encouraging results from various specific sports games, it is almost impossible to extend a system for a new sports game because they usually employ different sets ...

Keywords: events, mid-level representation, semantics, sports video

5 Studying the effect of similarity in online task-focused interactions

Dan Cosley, Pamela Ludford, Loren Terveen

November 2003   **GROUP '03:** Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work

Publisher: ACM   Request Permissions

Full text available: pdf (257.50 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 5,   Downloads (12 Months): 72,   Citation Count: 6

Although the Internet provides powerful tools for social interactions, many tasks-for example, information-seeking-are undertaken as solitary activities. Information seekers are unaware of the invisible crowd traveling in parallel to their course through ...

Keywords: community, demographics, friendship, matchmaking, recommender systems, similarity, social navigation

6 PingPongPlus: design of an athletic-tangible interface for computer-supported cooperative play

Hiroshi Ishii, Craig Wisneski, Julian Orbanes, Ben Chun, Joe Paradiso

May 1999   **CHI '99: Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Publisher: ACM   Request Permissions

Full text available: Pdf (1.14 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 20,   Downloads (12 Months): 127,   Citation Count: 53

This paper introduces a novel interface for digitally-augmented cooperative play. We present the concept of the athletic-tangible interface, a new class of interaction which uses tangible objects and full-body motion in physical spaces with digital ...

Keywords: athletic interaction, augmented reality, computer-supported cooperative play, enhanced reality, interactive surface, kinesthetic interaction, tangible interface

7 ACM SIGMOD Record: Volume 32 Issue 3

September 2003   SIGMOD Record

Publisher: ACM

Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): n/a,   Downloads (12 Months): n/a,   Citation Count: 0

8 On the move with a magic thing: role playing in concept design of mobile services and devices

Giulio Iacucci, Kari Kuutti, Mervi Ranta

August 2000   **DIS '00: Proceedings of the 3rd conference on Designing interactive systems: processes, practices, methods, and techniques**

Publisher: ACM

Full text available: Pdf (448.18 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 10,   Downloads (12 Months): 160,   Citation Count: 20

Designing concepts for new mobile services and devices, poses several challenges to the design. We consider user participation as a way to address part of the challenges. We show how our effort relates to current and past research. In particular, PD ...

Keywords: acting out, games for design, mobility, participatory design

9 SCMP.com: strategic repositioning of a newspaper

Ali Farhoomand, Eva Kwan

December 2000   **ICIS '00: Proceedings of the twenty first international conference on Information systems**

Publisher: Association for Information Systems

Full text available: Pdf (361.56 KB)   Additional Information: full citation, references, index terms

Bibliometrics: Downloads (6 Weeks): 4,   Downloads (12 Months): 53,   Citation Count: 0

10 Automatic detection of 'Goal' segments in basketball videos

Surya Nepal, Uma Srinivasan, Graham Reynolds

October 2001   **MULTIMEDIA '01:** Proceedings of the ninth ACM international conference on Multimedia

Publisher: ACM   Request Permissions

Full text available: Pdf (182.72 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 9,   Downloads (12 Months): 86,   Citation Count: 37

Advances in the media and entertainment industries, for example streaming audio and digital TV, present new challenges for managing large audio-visual collections. Efficient and effective retrieval from large content collections forms an important component ...

Keywords: content-based retrieval, sports video analysis, temporal models

11 Trajectory-based ball detection and tracking with applications to semantic analysis of broadcast soccer video

Xinguo Yu, Changsheng Xu, Hon Wai Leong, Qi Tian, Qing Tang, Kong Wah Wan

November 2003   **MULTIMEDIA '03:** Proceedings of the eleventh ACM international conference on Multimedia

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Full text available: Pdf (344.43 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 14,   Downloads (12 Months): 146,   Citation Count: 20

This paper first presents an improved trajectory-based algorithm for automatically detecting and tracking the ball in broadcast soccer video. Unlike the object-based algorithms, our algorithm does not evaluate whether a sole object is a ball. Instead, ...

Keywords: ball detection and tracking, event detection, semantic analysis, trajectory-based

12 Inferring hierarchical descriptions

Eric Glover, David M. Pennock, Steve Lawrence, Robert Krovetz

November 2002   **CIKM '02:** Proceedings of the eleventh international conference on Information and knowledge management

Publisher: ACM   Request Permissions

Full text available: Pdf (239.32 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 6,   Downloads (12 Months): 50,   Citation Count: 8

We create a statistical model for inferring hierarchical term relationships about a topic, given only a small set of example web pages on the topic, without prior knowledge of any hierarchical information. The model can utilize either the full text of ...

Keywords: cluster naming, feature selection, hierarchical relationships, statistical models, web analysis

13 Optimal clip ordering for multi-clip queries

Raymond T. Ng, Paul Shum

December 1998   **The VLDB Journal — The International Journal on Very Large Data Bases** , Volume 7 Issue 4

Publisher: Springer-Verlag New York, Inc.

Full text available: Pdf (122.95 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 2,   Downloads (12 Months): 9,   Citation Count: 1

A multi-clip query requests multiple video clips be returned as the answer of the query. In many applications and situations, the order in which these clips are to be delivered does not matter that much to the user. This allows the system ample opportunities ...

Keywords: Admission control, Bipartite graph matching, Performance of multimedia systems

14 Folk computing: revisiting oral tradition as a scaffold for co-present communities

Rick Borovoy, Brian Silverman, Tim Gorton, Matt Notowidigdo, Brian Knep, Mitchel Resnick, Jeff Klann

March 2001   **CHI '01:** Proceedings of the SIGCHI conference on Human factors in computing systems

Publisher: ACM   Request Permissions

Full text available: Pdf (1.23 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 2,   Downloads (12 Months): 31,   Citation Count: 5

In this paper, we introduce Folk Computing: an approach for using technology to support co-present community building inspired by the concept of folklore. We also introduce a new technology, called "i-balls," whose design helped fashion this ...

Keywords: PDA, community, education, face-to-face, folklore, groupware, handheld, mobile computing, social computing, ubiquitous computing

15 Visualization of sports using motion trajectories: providing insights into performance, style, and strategy

Gopal Pingali, Agata Opalach, Yves Jean, Ingrid Carlbom

October 2001   **VIS '01:** Proceedings of the conference on Visualization '01

Publisher: IEEE Computer Society

Full text available: Publisher Site , Pdf (1.81 MB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 8,   Downloads (12 Months): 92,   Citation Count: 1

Remote experience of sporting events has thus far been limited mostly to watching video and the scores and statistics associated with the sport. However, a fast-developing trend is the use of visualization techniques to give new insights into performance, ...

Keywords: multi-camera tracking, multimedia indexing, real-time video analysis, sports visualization, telepresence, virtual environment

16 Sports video summarization using highlights and play-breaks

Dian Tjondronegoro, Yi-Ping Phoebe Chen, Binh Pham

November 2003 **MIR '03**: Proceedings of the 5th ACM SIGMM international workshop on Multimedia information retrieval

Publisher: ACM ⟩ Request Permissions

Full text available: 📄 Pdf (558.76 KB) Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 63, Citation Count: 5

To manage the massive growth of sport videos, we need to summarize the contents into a more compact and interesting representation. Unlike previous work which summarized either highlights or play scenes, we propose a unified summarization scheme which ...

Keywords: content analysis, video summaries

17 Model checking for detection of sport highlights

M. Bertini, A. Del Bimbo, W. Nunziati

November 2003 **MIR '03**: Proceedings of the 5th ACM SIGMM international workshop on Multimedia information retrieval

Publisher: ACM ⟩ Request Permissions

Full text available: 📄 Pdf (530.88 KB) Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 21, Citation Count: 3

Automatic semantic annotation of sports video requires that the domain knowledge is properly included and exploited in the annotation process and that low and intermediate-level features are conveniently selected, extracted from the video and combined ...

Keywords: automatic video annotation, model checking, sports video

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